IN THE CLAIMS

Please amend the claims as follows:

1.   (Previously Presented)   A method for translating a virtual memory address into a physical memory address in a multi-node system, the method comprising:

initializing in a generally accessible memory an emulated remote translation table (ERTT) segment;

providing the virtual memory address at a source node;

determining that a translation for the virtual memory address does not exist;

determining a virtual node to query based on the virtual memory address;

accessing an ERTT header to obtain a mapping of the virtual node to a physical node;

querying the ERTT segment on the physical node for the translation for the virtual memory address; and

if the translation is received then loading the translation into a translation lookaside buffer (TLB) on the source node.

2.   (Canceled)

3.   (Canceled)

4.   (Currently Amended)   The method of claim [[3]] 1, further comprising locating the ERTT header at a well known location to one or more nodes used by an application.

5.   (Original)   The method of claim 4, wherein the ERTT header is located on a predetermined virtual node.

6.   (Previously Presented)   A computerized system for managing virtual address
translations, the system comprising:

a plurality of nodes available for executing programs, each of said nodes having a node
memory;

an ERTT header having one or more mappings of virtual nodes to physical nodes;

an operating system executable by a source node of the plurality of nodes, the operating
system operable to:

receive a virtual memory address at the source node;

determine that a translation for the virtual memory address does not exist on the
source node;

determine a virtual node to query based on the virtual memory address;

access the ERTT header to obtain a physical node mapped by the virtual node;

query an emulated remote translation table (ERTT) segment in the generally
accessible memory on the physical node for the translation for the virtual memory
address; and

if the translation is received then loading the translation into a translation
lookaside buffer (TLB) on the source node.

7.   (Canceled)

8.   (Canceled)

9.   (Currently Amended)   The system of claim [[3]] 6, wherein the ERTT header is located
at a well known location to one or more nodes used by an application.

10.   (Original)   The system of claim 9, wherein the ERTT header is located on a
predetermined virtual node.

11.   (Previously Presented)   A computer-readable medium having computer executable instructions for executing a method for translating a virtual memory address into a physical memory address in a multimode system, the method comprising:

initializing in a generally accessible memory an emulated remote translation table (ERTT) segment;

providing the virtual memory address at a source node;

determining that a translation for the virtual memory address does not exist;

determining a virtual node to query based on the virtual memory address;

accessing an ERTT header to obtain a mapping of the virtual node to a physical node;

querying the ERTT segment on the physical node for the translation for the virtual memory address; and

if the translation is received then loading the translation into a translation lookaside buffer (TLB) on the source node.

12.   (Canceled)

13.   (Canceled)

14.   (Currently Amended)   The computer-readable medium of claim [[13]] 11, wherein the method further comprises locating the ERTT header at a well known location to one or more nodes used by an application.

15.   (Original)   The computer-readable medium of claim 14, wherein the ERTT header is located on a predetermined virtual node.

16.   (Previously Presented)   The method of claim 1, further comprising replicating the ERTT header on a plurality of physical nodes.

17.   (Previously Presented)   The system of claim 9, further comprising a plurality of replicated ERTT headers provided on a plurality of physical nodes.

18.   (Previously Presented) The computer-readable medium of claim 14, wherein the method further comprises replicating the ERTT header on a plurality of physical nodes.